



MCCC NEWS

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LARRY GROEBE

CHEAPER OR DEEPER

For reasons beyond my ken, it seems that Atari and Commodore owners have always had it in for each other. For years now there have been running arguments over who made the better computer. Like Democrats and Republicans, the correct answer depended on which party you were affiliated with.

Now there's the Amiga and the 520ST, and the campaigning has begun anew. Which computer is better?

From here, I'd say they both are.

It depends on your definition of better, of course. The thing to note is that the computers are NOT identical. Although on the surface there are striking similarities (CPUs, mice, operating style), underneath it all there are even more striking differences.

The Atari is built out of off-the-shelf components, the best ones a little money can buy. Jack Trammell's philosophy seems to be to build a superior computer from components he can readily obtain in quantity. Thus the 520ST contains a 68000 from Motorola, a sound chip from Texas Instruments, GEM from Digital Research, and other chips from other suppliers. There IS one custom chip in the Atari. It's nickname - GLUE - belies it's function in making all the off-the-shelf components work together. Atari can put together a sophisticated machine at a reasonable price; and if need be, can probably obtain those parts at a lower price in the future.

Quite in contrast is the Amiga 1000. Jay Miner and the team at Amiga took the opposite approach; building a computer from scratch. They had the luxury of time in designing their machine, something the engineers at Atari did not have. Aside from the 68000 CPU the Amiga is designed from the ground up, in terms of both hardware and software. The graphics, sound, and memory management are handled by custom chips that

push the edge of microcomputer state of the art.

Similarly the Amiga's basic operating system is designed to improve upon others (like Atari's CP/M 88). AmigaDOS follows all the latest trends (mice and windows similar to the Macintosh, Microsoft Windows, and yes - GEM for the Atari) but is also designed to improve upon the average DOS by being multitasking. This ability for a computer to literally do two things at once is not something that can be retrofitted into a machine with any real success; it must be built into the Operating System from the start. In the Amiga, it is.

So although the new Atari and Amiga computers are superficially similar, below the surface there are very important differences. The 520ST is a very powerful machine; the Amiga is an extraordinarily powerful one. The Atari can accomplish things that few other computers can. Five years from now, the Amiga probably still will be able to make that claim.

On the other side of the coin, the Amiga is a good value; but the Atari is an extraordinary one, and likely to remain one through price cuts.

Personally, I choose power over price. But is being cheaper such a sin? After all, low price was one of the primary things that has made the Commodore 64 phenomenally successful.

The Atari is cheaper. The Amiga goes deeper.

But both are good computers. Which one is best for you depends on your needs and your pocketbook. There's room for both in the microcomputer world, don't you think?



ON-LINE

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Tymnet Treasures: Most telecomputing fans know Tymnet best, and perhaps only, as an intermediate carrier for other services; a local call to Tymnet links you to the likes of CompuServe, and Dow Jones/News Retrieval, where direct access would otherwise mean a toll call. However, Tymnet is much more than a mere vehicle. Run by the McDonnell Douglas Network Systems Company, of San Jose, California, Tymnet serves more than 540 cities in the United States, and connects more than 60 foreign countries. It's the largest public network in the world. Prospecting beneath Tymnet's surface function as a gateway provider reveals a veritable on-line treasure house for all levels of telecomputing expertise. For those of you in the novice to intermediate class, Tymnet's own information system provides excellent practice sessions and valuable experience in extracting information from a database; the bonus is that there's no need to cut your teeth on expensive networks, nor face the routine aggravation of busy signals attendant to popular local bulletin boards. Intermediate to advanced operators will benefit from the bountiful research data leads that Tymnet offers, links to numerous firms supplying information on a wide range of subjects. Best of all, these wonders are to be had for the mere cost of a local phone call, 24 hours a day, 7 days a week, at low or high baud rates; no connect charges, sign-up fees, or minimum tariffs. So, let's go prospecting and see what treasures await on Tymnet. This will be the first of a two-part series.

If you've never accessed Tymnet before, call the firm's customer service department at (800) 338-0149 to get a local number. I suggest you request their booklet, "Access Locations", which lists their U.S. numbers by state, city, density, and baud rate. Next, set your terminal program to 8 bit word size/no parity, 1 stop bit, full duplex, and 300 or 1200 baud. It would be helpful, if you're working with a 40 column display, to activate word wrap, because Tymnet delivers text for an 80 column screen. When Tymnet detects your carrier, it will prompt you for a terminal identifier; type "A" and hit RETURN. Power users running at 1200 baud may be greeted by some garbage characters at first, until the system senses and adjusts to your speed; don't fret--simply go ahead and type a RETURN, or else enter the identifier anyway. Next, you will be prompted for your user name; enter

"information". A welcome message will then confirm your access. The system is menu driven but menu trees are short enough to be simple to use. There's no expert mode, but a few simple commands and menu display detours are built-in to facilitate your session. If you fail to respond to a prompt within about five minutes, Tymnet will return you to the log-on sequence, and shortly thereafter disconnect you. Aside from this break, you will have to terminate your session manually to disconnect.

Tymnet's main menu is a 9 item self-explanatory affair. I suggest that you commence by opting for the first item, help using the information service. The resulting display describes system navigation, control codes and short commands. For example, the conventional Control - S pauses the transmission, whereas Control-Q resumes it and Control-C exits. Entering UP, TOP, or BACK will redisplay the main menu. Furthermore, you can depart to the sign-on prompt by entering STOP, EXIT, QUIT, or LOGOUT. To repeat a current menu, upon completing your entries for a given item, enter END. Many of these conventions are common to other on-line services and so, for novices, are a gentle introduction to host system use.

Worthy of exploration is main menu item 2, dial up access information. This option yields a 7 item sub-menu which allows you to obtain Tymnet phone numbers in a variety of ways. The information is structured in a simple manner, and is instructional of how databases, in general, work; again, novices should gain from time spent extracting facts via this sub-menu. For example, item 1 lists all access numbers by state and area--an inefficient way to determine the specific numbers for your particular neck of the woods, but good for a more complete reference. A more precise method to pin down your data would be to select item 2, listing phone numbers by state/area. After making this choice, you will be prompted for the name of the state/area. What follows will be a table containing, for your geographical selection, cities, density (low, medium, or high--ties to networks via phones in low density areas may cost more), phone numbers, modem types, and comments. For instance, my search for numbers in Texas resulted in a roster of 39 ports, from Abilene to Wichita Falls. At the end of the display, you're prompted for the next state, or a re-run of the current menu, in case you forgot what you were doing. Keep this routine in mind because the same procedure is used throughout Tymnet; rather than automatically redisplay a working menu after you opt for one of its items, Tymnet lets you make additional requests within a specific item. You may also want to examine

(On-Line continued from page 2)

other selections in the access sub-menu, such as item 8, which covers changes in phone listings; shown are state/city, dates of changes, and new/old phone numbers. In addition, you can view access numbers sorted by location or baud rate supported. Thus, you could quickly identify all ports running at 2400 baud.

Tymnet provides telecommunications services around the world. To get an idea of the planetary scope of the network's coverage, select main menu item 4, international access information. Expect to see a sub-menu here too. The first item of the sub-menu produces an impressive slate of all countries bestowed with Tymnet access. The display reveals 70 nations, starting (inexplicably) with Alaska, and ending with Thailand. The line-up includes such exotic haunts as the Cayman Islands, China, Gabon, Hungary, and Japan. The sub-menu also includes an item (number 2) that reveals detailed access information on any country identified in the first roster. (This structure of presenting general and then haunts as the Cayman Islands, China, Gabon, Hungary and Japan. The sub-menu also includes an item (number 2) that reveals detailed access information on any country identified in the first roster. (This structure of presenting general and then specific data is common throughout Tymnet's database.) Out of

curiosity, I selected number 2 and, when prompted for country name, entered "Alaska". In reply, Tymnet curtly told me to see the entry for the United States--geography lesson, anyone? My quest for data on Japan was more fruitful, however. Facts on the Japanese connection were extensive, detailing company contacts, addresses, phone numbers, baud rates available, protocols, and revelations on cost factors--did you know that monthly tie line contracts cost 21,400 yen for 300 baud but only 28,200 yen for 1200--sounds like a bargain to me! Even if this news doesn't exactly thrill you, it should nonetheless give you some inkling of how vast and complex this technology is--you might also use it to get attention at your next cocktail party.

We will continue exploring Tymnet treasures, in part two of this series.

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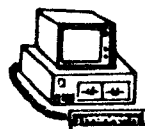
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PROGRAMMER'S CORNER

by Bob Lawson, Librarian, Night Chapter

One of the most fascinating features that the Commodore 64 has going for it is the ability to display and animate Sprites. But, for the beginner, they can be a nightmare to program. The users manual which came with your computer is virtually useless, and the Programmer's Reference Guide, which can be purchased at almost any bookstore, is so technical that the beginning programmer can become lost in a maze of numbers, commands, and SYNTAX. Consequently, only a small percentage of people who make a stab at programming really understand and master sprites.

My intent is to attempt to simplify sprites so that you can have as much fun creating them as I have had. This will not be particularly easy to do because of the amount of information you'll need to digest. This series was designed for the BASIC language programmer. As a result there are some sprite functions which can only be performed effectively in machine language because of speed of execution. This shortfall should not be a deterrent, however, since there are still many things which can be performed quite effectively in Basic. Because of the voluminous amount of data which has to be covered, it is not possible to fully interpret the sprite phenomenon in one newsletter article. So, beginning with this article and continuing monthly until the series on sprites is completed, I will try to take you step by step, in progression, from the very basic through advanced programming techniques. The logical start point, I suppose, is with a chart:

PRIMARY

#	PTR	MEML	STLOC	COLR	SPRITE#	POEX	POSY
0	192	2040	12288	V+39	V+21,1	V	V+1
1	193	2041	12352	V+40	V+21,2	V+2	V+3
2	194	2042	12416	V+41	V+21,4	V+4	V+5
3	195	2043	12480	V+42	V+21,8	V+8	V+7
4	196	2044	12544	V+43	V+21,16	V+8	V+9
5	197	2045	12608	V+44	V+21,32	V+10	V+11
6	198	2046	12672	V+45	V+21,64	V+12	V+13
7	199	2047	12736	V+46	V+21,128	V+14	V+15

ALTERNATE

0	13	2040	832	V+39	V+21,1	V	V+1
1	14	2041	896	V+40	V+21,2	V+2	V+3
2	15	2042	960	V+41	V+21,4	V+4	V+5

ADVANCED FUNCTIONS

MULTI-COLOR

- STEP1 - Turn on M/C mode - V+28,SP#
 2 - Set primary color
 3 - Set M/C#1 - V+37

- 4 - Set M/C#2 - V+38

COLLISIONS

- SPRITE TO SPRITE - V+30,SP#
 SPRITE TO BACKGROUND - V+31,SP#

EXPANSION

- EXPAND IN X DIRECTION - V+29,SP#
 EXPAND IN Y DIRECTION - V+23,SP#

BACKGROUND PRIORITY - V+27,SP#

SPRITE PRIORITY - SP#

MOST SIGNIFICANT BIT

X Position runs from 0-255 and (with most significant bit activated) from 0-63

- STEP1 - Set most significant bit - V+18,SP#

- 2 - POKE new X value from 0-63

- 3 - To return, POKE V+18,0 and POKE an X value from 0-255

POSITIONING

X Position runs from 0-255 horizontally and from 0-63 horizontally (see most significant bit)

Y Position runs from 0-255 vertically (0-49 is off the top of the screen; 50-229 is in the viewing area; and 230-255 is off the bottom of the screen)

If you're a beginner, don't panic! We'll go over everything progressively. If you're more advanced, the above chart can be clipped out and used as reference. You might find it more convenient and concise than rummaging through several pages in the Programmer's Reference Guide. At any rate, throughout this series on Sprites all references will be made to the above chart.

One of the first things you should do is get yourself a Sprite Editor. Believe me, it will save you a lot of headaches. There are several commercial programs on the market and there are several in Public Domain. You'll need one which prints out the data required to define the sprite and also saves it to disk. Some save the sprite as a sequential file and some save the entire animation routine as a program. I prefer the sequential file format because you can load the sprite(s) independently and work your program around it. Animation routines which are saved as programs are difficult to modify without doing a complete rewrite of the routine. For the sake of getting started, I'll assume you have no editor, so, we'll start from scratch.

There are several steps to creating sprites

- STEP1 - Define the sprite
 2 - Address the sprite register (53248)
 3 - Set sprite parameters

- 4 - Store sprite data in memory
- 5 - Determine screen location for display
- 6 - Set sprite pointers
- 7 - Turn the sprite on

The first step is probably the hardest step to understand. Get yourself a sheet of graph paper and mark off a grid square that's 24 blocks across by 21 blocks down. Across the top of the grid, mark off the first, second, and 3rd 8 block sectors as follows:

```

1
2 6 3 1
8 4 2 6 8 4 2 1

```

Now that you have your work space defined, we'll use it similar to an artist's canvas. Simply shade in those blocks which define the shape you are trying to draw. After you have designed your sprite shape, go back up to the top of the grid and total the numeric numbers for each shaded block within each 8 block section. Remember, each row will have 3 totals. If there are no shaded blocks within an 8 block section, the total for that block will be 0. There are 21 rows of 3 sections each, so, when you are finished you will have 63 totals. These are the numbers you will use for your data statements. Now we can go to our computers. Clear the screen, set your background and border colors, and tell the computer you will be working with sprites:

```

10 PRINTCHR$(147):POKE53281,0:POKE53280,0
15 V=53248

```

Let's look at the above chart and set our parameters. If you are working with 3 sprites or less, use the alternate chart. For more than 3 sprites, use the primary chart. In our example we are using only 1 sprite, so we'll use the alternate chart. Clear the sprite register to prevent any unwanted data from creeping in and set your sprite color:

```
20 POKEV+21,0:POKEV+39,1
```

Expand your sprite in the X and Y directions if desired. You might play with this some to see how your sprite looks in the expanded mode. Remember, what you gain by increasing the size of your sprite, you lose in resolution:

```
25 POKEV+29,1:POKEV+23,1
```

Store your sprite definition in memory:

```

30 R=832
35 FORS=0TO62:READZ
40 POKER+S,Z:NEXTS
100 DATA255,255,255,255,255,255,255,255
101 DATA255,255,255,255,255,255,255,255
102 DATA255,255,255,255,255,255,255,255
103 DATA255,255,255,255,255,255,255,255
104 DATA255,255,255,255,255,255,255,255
105 DATA255,255,255,255,255,255,255,255

```

```

106 DATA255,255,255,255,255,255,255,255
107 DATA255,255,255,255,255,255,255,255

```

If you're following the program flow, the data statements I have used will draw a solid block the size of the entire definition area. I also expanded the sprite in both the X and Y directions so the sprite, when displayed on the screen, will be twice it's normal size. Now let's go to the positioning section of the chart and determine where you want the sprite displayed on the screen. You'll probably need to experiment a little to familiarize yourself where specific locations are. Now set your sprite location:

```
45 X=155:Y=130
```

```
50 POKEV,X:POKEV+1,Y
```

Set your sprite pointer:

```
55 P=13:POKE2040,P
```

Finally, turn on your sprite:

```
60 POKEV+21,1
```

Whew, that was a lot of work to display something totally useless on the screen. As you become more proficient at drawing your sprites, however, your finished product will be well worth the effort. Well, that's enough info to digest in one sitting. Be sure to save your program as we'll be referring to it again next month. Next month the series continues with movement and collision to background detection. Until next month.

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CUSTOM PRINT MCCC 329

By Glenn W. Schreyer
Reprinted from SYNTAX Newsletter CHUG, Inc.,
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I don't know about you, but I have found that my printer has been one of the most useful parts of my computer system. Even so, I have found myself limited by the software available for the Commodore 64. I have seen programs for other computers that will print using custom characters, but not for my computer. I finally decided to write a program of my own to do what I wanted. I hope that you also find it useful. I am submitting a copy to the CHUG library to make it available to you as FREWARE.

The system is currently designed to work with an EPSON type printer (includes EPSON, Gemini, HP ThinkJet) and the SpeedScript word processor from Computer Publications. You can design character sets on any Commodore 64 system, but the program SPWRITE is currently set up to work under this configuration.

There is a series of four programs in the system I have designed:

- 1) FONTDESIGN
- 2) FONTPRINT
- 3) DATA SEQ
- 4) SPWRITE

The programs are described below.

FONTDESIGN

This program allows you to design your custom character set. There are two modes of operation in the program, Sequential and Select editing. Sequential editing is recommended for the basic task of designing the character set. This mode will take you through the character set, character by character. You can stop at any point and automatically pick up with the next character when you come back later. The Select mode can be used to pick out a particular character to modify once it has already been designed.

To design a character, use the cursor keys to move around the designated space (12 by 24) and enter some character (e.g. "a") to represent the dots to be printed for that character. To exit and save the character you are working on, enter #.

A sample character set has already been designed for you, it is called "base". You can look at this character set to see an example of how it looks.

The sequence of characters is listed as Set 2 of Appendix E of "The Commodore 64 Users Guide" and as Appendix B of "Commodore 64 Programmers Reference Guide". The numbers

requested during the Select mode are the numbers in this table. Note that only characters 0-90 are used and that character 32 is the Blank and does not need to be designed.

FONTPRINT in4

If you would like to see the characters that you have designed before you have completed the entire process, you can use this program to print them.

DATA SEQ

After completing the design of your character set, you will need to run this program to convert the file from a direct access to sequential file for use with SPWRITE. A direct access file is useful in the design mode, but too slow for later use.

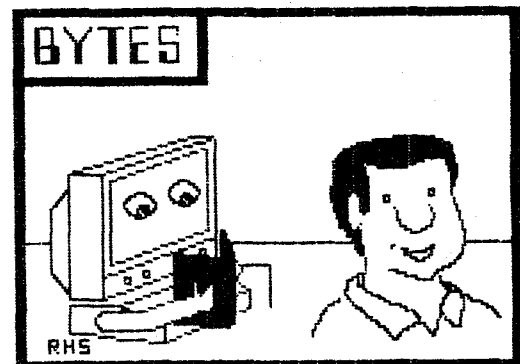
SPWRITE

This program is the print program. It will read the designed character set and SpeedScript file that you request, and print using the custom character set. There are three spacing options available, Normal, Proportional, and No Space printing of characters. Normal prints each character using the same width. This is useful when you want to create tabular format. Proportional prints a character using the width of the character as the guide. E.g. an "i" would print narrower than a "w". Some people consider this preferable in letters. No Space prints no space between characters. This option would be useful if you design a script type or character set so that the characters would actually be connected.

This program has two versions on the diskette: SPWRITE and C/WRITE. SPWRITE is in BASIC and runs very slowly. C/WRITE is compiled BASIC and runs nearly three times as fast.

If you have any questions or comments, please contact me at:

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MCCC #832

```
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# MAC             CASCADES.P        CASCADES        #
# MAC2            SINFONIA 5.P      EUPHONY         #
# -----        HENERY.P          HENERY          #
# - BE SURE TO - EUPHONY.P          HUNGARIAN       #
# - LOAD AND RUN - -----        ISLES             #
# - THE 'RUN-ME' - -THE FOLLOWING- ITALIANA           #
# - PROGRAM. - - FILES CAN BE - KING WILLY          #
# -----        -PLAYED BY YOU.- KOKO                #
# - IT CONTAINS - -----        KV576               #
# - SOME VERY - - ALL YOU HAVE - MERRILY            #
# - VITAL - - DO IS LOAD & - ORIENT                 #
# - INFORMATION! - - RUN 'EDIT'. - ORPHEUS           #
# -----        -----        P&F 3/1              #
# EDIT            - ONCE 'EDIT' - RAGTIME ANNIE       #
# MUSIC LOADER    -HAS BE RUN ALL- RAGTIME DANCE      #
# PLAY            -YOU HAVE TO DO- SINFONIA 1         #
# SAVE MUSIC      -IS LOAD & RUN- SINFONIA 2         #
# DYN.SYS         - ONE OF THE - SQ OVERLAPSQ OVER    #
# -----        - SONGS. WHEN - STOCKINGSTOCKINGD   #
# -THE FOLLOWING- -THE 3 ASTERIKS- THANK YOUTHANK YO  #
# - FILES CAN BE - - APPEAR ENTER - TREETREEDATE SUBR #
# - ACCESSED BY - - SYS598 - TULIPSTULIPSDATE       #
# - LOADING AND - -& PRESS RETURN- UNICORNUNICORNST  #
# - RUNNING - -----        UP LOADUP LOADUNI      #
# - MUSIC LOADER - - THEN ALL YOU - USA ROCKETUSA ROC #
# -----        -HAVE TO DO IS- WANTEDWANTEDSID F   #
# KOKO.P          - SIT BACK AND - WEAVEWEAVEFUNCTIO  #
# P&F 3/1.P       - ENJOY! - XMAS GIRLXMAS GIR       #
# ITALIANA.P      -----        COPY FILE 64RESTO   #
# SOLFEGGIETTO.P ALBUMLATTER 2          #
# RAGTIME DANCE.P BLUES                  #
# HUNGARIAN.P     BULGARIAN 3           #
*****
```

SHAREWAIRE DISK

MCCC #425

```
*****
# FASTAUTOMENU    ##.LODERUNNER    ##.CONN#NTRFC#RT #
# #FAST+WEDGE    ##.JAWBREAKER    ##.GEMINI#RNTR  #
# #AUTOMENU       ##.MUSIC SHOP    ##.SKYFOX.###   #
# ###DIRECTORY   ##.MUSIC CONSTR  ##.WOLFENSTEIN  #
# #DIRECTORY      ##.DOODLE ##     ##.ZORK#OMMANDS  #
# NOTE TO USERS  ##.FKEY NOT USED  ##.SPIRIT80#RNTR #
# NOTE TO AUTHORS ##.FASTLOADCART  ##.COMALCOMMANDS #
# POSTAGE SCALE  ##.LOGOCOMMODORE  ##.GRAPHICCOMAL #
# RETURNADDRESSLBL ##.ARCHON ##    ##.STARTREKKING  #
# DISKENVELOPER  ##.TEMPLE AP#SHAI ##.SPEEDSCRIPT#1  #
# FKEYCRIBSHEET  ##.OMEGA RACE    ##.SPEEDSCRIPT#2  #
# C64BASICAID    ##.SCOTTADAMADVT  ##.FROGGER       #
# FIRSTPRGMSWAP  ##.SCRIPT 64      ##.GATEWAY#SPHAI  #
# DUP/FAST+WEDGE ##.HESMON         ##.SUICIDESTRIKE  #
# ##.PRACTICALC  ##.BASIC ABBREV  ##.WATERLINE       #
# ##.MULTIPLAN   ##.64COLOR&SOUND  ##.COMPUSERVE#MD  #
# ##.CALC RESULT ##.64SPRITEPOKES  ##.FONTMASTERFKY #
# ##.VIP TERMINAL ##.SUPERBASE64    ##.BOULDER DASH  #
# ##.PRINTSHOP   ##.FLIGHTSIM ##    ##.CB/COMPUSERVE  #
# ##.EASY SCRIPT ##.HOMEPACK        ##.FORUM#OMPUSRV   #
# ##.PFS FILE    ##.TEXT.HOMEPACK  ##.BLBRD#OMPUSRV  #
# ##.ONE-ON-ONE  ##.FIND.HOMEPACK  ##.SUPERMON64   #
# ##.GNRL LEDGER ##.TERM.HOMEPACK  ##.DISK WEDGE    #
# ##.WRITE NOW!  ##.CARD+#NTRFC    #
*****
```

HAVE

FAST LOAD

To find what version of Fast Load you have (there are three), turn it off from the menu and then type SYS 57194 and RETURN. If this procedure turns Fast Load back on, you have revision 3. If not, you have revision 1 or 2 and SYS 57176 should turn it back on.

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REVIEWS REVIEWS REVIEWS



MCCC NEWS REVIEWS THE LATEST SOFTWARE
COURTESY OF BABBAGE'S AND FEDERATED/VIDEOLAND

NEWSROOM DOUBLY REVIEWED

Here are two reviews of Newsroom, the new program by Springboard Software, Inc. We found the combination quite interesting since they are rather opposite in viewpoints.

Review by Bill Brouillet

Public Domain Librarian, Kankakee Hackers
Commodore Users Group, Bradley, IL

I am going out on a limb and predict that this program will be selected as the No. 1 productive program for home computers in 1985. It was in the top 5 on most companies' lists for October, AND IT HADNT BEEN RELEASED FOR A COMMODORE COMPUTER YET! On the day my order was shipped, the company I ordered from also shipped 1300 copies to other buyers. I was not the only one waiting for this product.

Having to wait over six months for The Newsroom was worth it. However, I hope next time Springboard develops a program as good as The Newsroom they program it for the Commodore 64 first. The Newsroom is a system of programs which will allow you to prepare a newspaper or newsletter, including pictures, a banner and several styles and sizes programs which are loaded from the menu. The menu is a series of six pictures depicting the six departments that you can enter. The departments are: The Photo Lab, The Banner, The Copy Desk, Layout, Wire Services, and The Press Room. Each department runs independently from one department to use the next department.

The first room to enter is the Photo Lab. It is here you will take pictures of the clip art to be used in your newspaper. The original package you buy contains over 600 samples of clip art, and an additional disk can be purchased with another 600 samples. There are pictures of just about anything you might want to write about. You can combine the clip art pictures, add your own artwork, provide shading in your photo, or add print with your picture. After you develop your photos, they are ready for the Banner Desk and the Copy Desk.

The Banner Desk allows you to make a banner for your newspaper. It can contain photos to emphasize the main subject of the newspaper, as well as the name you will give

the paper. There is a nice graphics editor with this program which is also used in the Photo Lab and the Copy Desk. The editor allows you to use different print, different sized pens for artwork, an eraser, six different "fill" patterns, or different drawing shapes (circles, lines, boxes, or freeform). This editing capability is as nice, if not better, than some of the programs you might buy just for doing graphics. Once the banner is completed you must save it to be used later, just like the photos taken in the Photo Lab.

The Copy Desk is where you will spend most of your time. It is here where your reporters write their stories and combine them with the photos from the Photo Lab. It's a good idea to insert your photo first, you will be able to write your story around the photo. Again you can modify your story with the graphics editor if you desire. You will be able to write one screen, called a "panel", and then you must name and save it. For a typical 8-1/2 X 11 page you will have one banner with six or eight panels and no banner. The only serious limitation to The Newsroom is when you save your photos, banners, panels, or the final layout the names you use can only be eight characters long. (Thanks to Apple and/or IBM). You may have to use more imagination to come up with meaningful names for your saved work than you'll need to write the newsletter.

The Layout Room is where you get to play editor and put together the banner and the stories accumulated up to this point. There is not much choice in which layout you want (with or without a banner), however, this is where you decide which stories get top billing and what gets moved back inside the paper. It will not take long to layout your pages, but remember that a good newspaper should keep its readers' attention from the front page to the back page.

The Wire Services allows you to telecommunicate your newsletter to other computers, including IBM and Apple (that's why the limit on the names for your files). I have not used this feature yet, but I imagine computer clubs will be sending their newsletters over the wire before long. It may cost more, but it's a good indication of how far our technology has gone. The Wire Services option will make your newspaper as powerful as most of the major papers in the U.S. I wouldn't be surprised if a bulletin board started up just for Newsroom users.

(Newsroom review continued)

The final option on the main menu is The Press Room. It is here that you will finally be able to print out your newspaper. However, before you can print your paper, you must set up the program for your printer. The program defaults to the Commodore MPS-801, which also accommodates the MPS-803 and 1525. Fortunately for me, I was using a 1525 so I started printing right away. Later I hooked my Gemini SG-10 to the computer so I could test it. There is a list of most of the printers available for the C-64 and you must choose the one you are using and then must choose the interface you have. The program will save this configuration so that the next time you enter the Press Room you will not have to set up your printer. Why can't all programs be this easy!

You might expect to pay over \$100 for a program this powerful. Micro-Aides can supply you with The Newsroom for only \$40. The second Clip Art disk is a mere \$24. I highly recommend this program, especially if you have any potential young reporters in your family. It can be used by businesses, schools, clubs or any organization that has to report to its members. We plan on including a newsletter with our Christmas cards (from Print Shop) this year. I've noticed that fewer people are asking me "But what would I do with a computer?"

Review by Mike Lydon

Newsletter Editor, The Newport Computer Club,
Newport, R.I.

...Although the program is fantastic from the aspect of imbedding beautiful graphics into text and formatting two columns of text that you normally see in **SOFTWORD**, it does not allow me to **IMPORT** or **EXPORT SEQUENTIAL FILES**. I verified this limitation by calling the company. The customer rep. said that they hadn't planned to add this feature. The only way Newsroom can incorporate an article written by another club member is for that member to also buy Newsroom so it would be written in the same file format. Was this an oversight by the company or just a gimmick to get more people to buy Newsroom!

To put together a newsletter, it is absolutely essential to incorporate articles that are written by a word processor or BBS in sequential file format. Without this capability I would have to type the complete newsletter. This is too much work for one person.

Ed. Note: Our personal opinion here in Texas is that the program is super for specific applications and great for students wishing to produce a good-looking newspaper. The

ability to alter and mix graphics and text allows us to use Newsroom for cartoons, borders and special effects while its text limitations cause us to prefer Fontmaster II by Xetec, Inc. for text layout. We feel that the combination of these two programs is unbeatable.-BJC



DIRECTORY AID

From the Greater Omaha CUG, Omaha, NE

For a more understandable directory, try using a suffix after the name you save. For example, if your program is in BASIC, you can use the suffix ".BAS" so your program name will be "PROGRAM.BAS". If it's a documentation file, use ".DOC", etc. Here is a list of the generally accepted suffixes, many of which are used in CP/M.

- . ADV ADVENTURE GAME
- . OUT OUTPUT FILE
- . ASM ASSEMBLER SOURCE FILE
- . PAS PASCAL PROG FILE (SOURCE)
- . BAK BACK-UP FILE
- . PGM PROGRAM FILE
- . BAS BASIC PROGRAM FILE
- . PIC PICTURE FILE
- . BBS BBS SYSTEM FILE
- . REF REFERENCE FILE
- . CAT CATALOG DATA FILE
- . RPT REPORT FILE
- . DAT DATA FILE
- . SET SETUP FILE
- . DIR DIRECTORY FILE
- . SRT SORT FILE
- . DOC DOCUMENT FILE
- . SYM SYMBOL/CHARACTER FILE
- . FTH FORTH PROGRAM FILE
- . SYS SYSTEM FILE
- . HLP HELP FILE
- . TEL TELEPHONE NUMBER FILE
- . IDX DATA FILE INDEX
- . INP INPUT FILE
- . TST TEST FILE
- . LIB LIBRARY FILE
- . TXT TEXT FILE
- . LST PRINTER FILE
- . UTL UTILITY FILE
- . MUS MUSIC FILE
- . VAR VARIABLE FILE
- . NAM NAME FILE
- . XDV SPECIAL DEVICE NEEDED
- . OBJ MACHINE LANGUAGE PROGRAM
- . MLG MACHINE LANGUAGE PROGRAM
- . 128 C-128 MODE ONLY



CHAPTER NEWS



Ft. Worth Night Chapter President and award-winner, Bruce Umbreit.

FT. WORTH NIGHT

The February meeting was a solemn occasion for Bruce Umbreit. He was presented with the famed 'Best Aggie Joke Teller' Award in a ceremony that brought tears (of laughter) to those present. Standing with his right hand on a stack of Aggie joke books with his Aggie hat (pictured) atop his head, he was 'forced' to swear to several Aggie-related oaths. He was then presented with the joke books, the cap and a box of crayons to use when he marked his 'X' on important documents. Congratulations, Bruce.

Representatives of 3M and Texas Carbon Ribbon will talk about the 'ins and outs' of floppy disks at the March 17th meeting, 7:00 pm, at St. Elizabeth's Episcopal Church.-Clayton Sutton

AMIGA

The Amiga chapter is official; we now have 20 paid chapter members and growing. Our newly elected officers are Jack Smith-President, Jack DeTore-Vice President, Bill Raecke - Treasurer, David Campbell-Secretary/Reporter and Jack Smith-Librarian.

The chapter members elected to meet regularly on the third Thursday of each month. However, the schedule will vary slightly until the meeting room becomes available on a contract basis. The March meeting will be held on Wednesday, the 19th at 7:00 pm at Arlington's Community Center in Vandergriff Park.-Bill Raecke

ARLINGTON

The March 8th chapter meeting will be at the Arlington Community Center in

Vandergriff Park at 9:00 am. The AMIGA demonstration that had been scheduled for February has been rescheduled for the March meeting. A presentation of C-128 CP/M by Everett Johnson has also been planned.

The first mini-classes on BASIC and Assembly Language were well received and will be continued in March. Many thanks to the instructors, Harold Williams and Jack Dunn.-Jonathan Riba

FORT WORTH

Many thanks to Ukley Moss and John Malmstrom for their presentation at our last meeting. Tony Velez has announced plans to organize CP/M libraries for each of the chapters that will be available soon. Volunteer help will be appreciated greatly in this project.

The meeting on March 8th will be held at 1:30 pm at the General Dynamics Recreation Area, Room 2. Barbara Cramer, assisted by Laura Clements, will instruct us on the procedures she uses to create BBS graphics using the MCCC terminal program.-Jill and Gary Campbell

GRAND PRAIRIE

The invitation extended last month to owners of C128s proved fruitful in that we had two of them bring their 128s to the February Saturday meeting. All members enjoyed seeing its new features - a beginning of the chapter's stated goals. Our thanks to Ross and Neta Sue for their extra effort.

Come and be with us on Saturday, March 8 at 1:00 pm and Tuesday the 18th at 6:30 pm at the Grand Prairie Public Library.-Kate and Frank Corlett

H. E. B.

Thanks again to Ukley Moss and John Malmstrom for providing an interesting and helpful program on the use of the MCCC BBS. Thanks also to Chris Velez for demonstrating some of Babbage's latest software as well as taking charge of the chapter library in the absence of both Tony and Cheryl.

Our chapter has begun a special project to benefit the area schools using Commodore equipment. We are offering gift memberships to interested schools and the support to help teachers and students who are new to Commodore computing. Volunteers to help contact these schools will be generously thanked.

Looking forward to March, Roy Baker will give a demonstration of "Sky Travel", a sophisticated astronomy program, at the March 15 meeting. Federated will also be providing a portion of this program held at 1:30 pm at the Hurst Recreation Center in Hurst.-Nancy Sparks

CLUB INFORMATION

The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software is encouraged by this club.

The MOCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of the MOCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

Material printed in the MOCC NEWS is not copyrighted unless so noted. Articles may be reprinted by other user groups or individuals who find it helpful. We only ask that proper credit is given to the author and the MOCC as the source.

The MOCC NEWS accepts advertising from both members and from commercial establishments. Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows:

\$60.00 per full page ad, \$30.00 per half page ad, \$20.00 per quarter page ad and \$10.00 per business card. Non-members will pay commercial rates.

The deadline for submissions to the MOCC NEWS is the third Saturday of each month. **PAYMENT MUST ACCOMPANY CAMERA-READY AD COPY.** Make all checks payable to Mid-Cities Commodore Club and mail to MOCC NEWS, P.O. Box 1578, Bedford, Texas 76021.



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Don Stevens, Mary Louise Hagemeyer, David Huebner, Joe Ostrokol and Jack Hagemeyer

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SW ARL
 506 I 20 Kelly
 on Perkins
 1 mi to Drew turn Right
 1/2 block turn R. on Coronet 3903

MEETINGS

- March 1 MCCC BOARD MEETING, 10:00 am
Western Hills Inn
- March 8 GRAND PRAIRIE CHAPTER, 1:30 pm
G. P. Public Library
- ARLINGTON CHAPTER, 9:00 am
Arlington Community Center
- FT. WORTH CHAPTER, 1:30 pm
GDRA, Room 2
- March 15 HEB CHAPTER, 1:30 pm
Hurst Recreation Center
- March 15 is the NL Deadline
for the April Issue.
- March 17 FT. WORTH NIGHT CHAPTER, 7:00pm
St. Elizabeth Episcopal Church
- March 18 GRAND PRAIRIE CHAPTER, 6:30 pm
G. P. Public Library
- March 19 AMIGA CHAPTER, 7:00 pm
Arlington Community Center
- April 5 Board Meeting, 10:00 am
Western Hills Inn
- April 12 ARLINGTON CHAPTER, 9:00 am
Arlington Community Center
- FT. WORTH CHAPTER, 1:30 pm
GDRA, Room 2
- GRAND PRAIRIE CHAPTER, 1:30 pm
G. P. Public Library



March 1986



SUN MON TUE WED THU FRI SAT

						1 Board Ming 10 am
2	3	4	5	6	7	8 Arlngtn F/W Gnd Pr.
9	10	11	12	13	14	15 HEB 1:30 pm
16	17 F/W Night 7 pm	18 Grand Prairie 6:30 pm	19 Amiga 7 pm	20	21	22
23	24	25	26	27	28	29
30	31	1 April	2	3	4	5 Board Ming 10 am
6	7	8	9	10	11	12 Arlngtn F/W Gnd Pr.

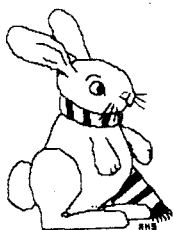
PROGRAM A set of instructions which invariably cause the computer to do exactly what you told it to do instead of what you wanted it to do.

MCCC NEWS

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